REAL BOUT FATAL FURY

Punch • Kick — A • B

Power Attack — C

Move to background • foreground — N • ↓ D

Can attack opponent on the other plane

Dodge Attack — block → A

Pursue Attack — pursue

Follow-up attack on an opponent who has been knocked down by a combo, throw or Special Move

Recovery Attack — recovery

Attack whilst getting up off the ground after being thrown or combo'd

Retreat • Dash — ← ← • → →

Holds & Throws — → C

Air Block — air ← • ↖ • ↙

Taunt — far N C

Knocks opponent into background • foreground — background • foreground

Break Shot — BREAKSHOT

Cancel your guard by a special move. Can only be done when the Power Gauge is flashing

S.POWER

Only possible when your energy bar is flashing or the Power Gauge is full or flashing.

Can also be done if both are flashing instead of the P.POWER move.

P.POWER

Only possible when your energy bar is flashing and the Power gauge is full and flashing.

TERRY BOGARD

- **Rising Upper** — ↙ A
- **Spinning Kick** [background] — → B
- **Charging Kick** — [dash] → C
- **Burn Knuckle** — ↻ A • C
- **Fake Burn Knuckle** — → A B
- **Power • Round Wave** — ↻ A • C
  - C version hits in 3 planes
- **Fake Power Wave** — ↓ A B
- **Power Dunk** BREAKSHOT — ↻ B
- **Crack Shoot** — ↻ B
- **Rising Tackle** — ↓ ↑ A
- **Passing Sway** — ↻ D
- **Power Geyser** — ↻ ↙ → B C
  - Hits in all 3 planes
- **Fake Power Geyser** — ↓ B C
- **Triple Geyser** — ↻ ↙ → C
  - Hits in all 3 planes
- **Fake Triple Geyser** — ↓ B C

KIM KAPHWAN

- **Neri Chagi** — → B
- **Foot Stomp** — A B
- **Hi En Zan** — ↓ ↑ B
  - ↳ Tensôzan — ↓ B
- **Han Getsu Zan** — ↻ B • C
- **Fake Han Getsu Zan** — → A B
- **Hishô Kyaku** — [air] ↓ B
- **Kuu Sa Jin** BREAKSHOT — ↻ A
  - Hits in all 3 planes
- **Hôô Tenbu Kyaku** — [air] ↻ B C
- **Hôô Kyaku** — ↻ ↙ → C
- **Fake Hôô Kyaku** — ↓ B C

MAI SHIRANUI

- **Ryu no Mai** [background] — ← A
- **Thrust Kick** — → B
- **Air Throw** — [air] [close] ↓ C
- **Double Kick** [recovery] — C [tap]
- **Kachôsen** — ↻ A
- **Fake Kachôsen** — ↓ A B
- **Midare Kachôsen** — ↻ C

  Hits in all 3 planes
- **Ryu En Bu** BREAKSHOT — ↻ A
- **Fake Ryu En Bu** — ← A B
- **Kagerô no Mai** — ↓ ↓ C
- **Hissatsu Shinobibachi** — ↻ C
- **Musasabi no Mai** — [air] ↓ A B
- **Genei Shiranui** [foreground] — [air] ↻ D
- **Chô Hissatsu Shinobibachi** — → ↙ → B C
- **Leotard Shinobibachi** — → ↙ → C

HON FU

- **High Nunchaku hit** — ↙ A
- **Spinning Head Kick** — → B
- **Low Nunchaku Hit** [pursue] — ↓ C
- **Face Bash** — [close] ↘ C
- **Kyûryû no Yomi** — [counter] [close] ↻ C

  Can also be used as anti-air
- **Denkô Sekka no Chi** — ↙ → B
  - ↳ **Denkô Pachiki** — B
- **Denkô Sekka no Ten** — ↻ B
- **Fake Denkô Sekka no Ten** — → A B
- **Hisshô Gyakushû Kyaku** — ↻ C
- **Seikû Rekka Kon** BREAKSHOT — ↻ A
- **Fake Seikû Rekka Kon** — ← A B
- **Honoo no Taneuma** — A [tap]
- **Bakuhatsu Gorô** — ↻ ↙ → B C
- **Gadenza no Arashi** — ↻ ↙ → C

- Upper Palm — ↙ A
- Rolling Kick — → B
- Shiranui Kumogarami — air close ↓ ↓ C
- Dart Throw pursue — ↓ C
- Zaneiken — ↙ → A • C
  - ↳ Shipû Uraken — close ↙ → C
- Fake Zaneiken — → A B
- Yami Abisegeri — ⟳ B
- Shôryûdan BREAKSHOT — ⟳ C
- Genei Shiranui foreground — air ⟳ D
- Kûhadan — ↙ ⟳ B
- Hishôken — ⟲ A • C
  - C version hits in all 3 planes
- Fake Hishôken — ↓ A B
- Shippû Tatsumakigeri — ⟲ D
- Chô Reppadan — ↓ ↘ → B C
- Fake Chô Reppadan — ↓ B C
- Zanei Reppa — ↙ ⟳ C

- Thrust Kick — ↙ A
- Shoulder Charge — → A
- Double Kick — air ↓ B
- Leg Drop pursue — ↑ C
- Somersault Kick recovery — C tap
- Rolling Turtle — ⟲ B • C
  - Can move with ← or → during C version
- Bison Horn — ↓ ↑ B • C
- Wild Wolf — ← → B
- Monkey Dance BREAKSHOT — ⟳ B
- Hornet Attack pursue — ↗ ↗ C
- Dangerous Wolf — → ⟲ B C
- Fake Dangerous Wolf — ↓ B C
- Mad Spin Wolf — ⟲ ⟲ C
  - ↳ Wolf Fang — C tap

JOE HIGASHI

- **High Elbow** ↙ A
- **Slide Kick** ↘ B
- **Uppercut** ← A
- **Roundhouse Kick** foreground ← B
- **Knee Bash** close ↘ C
- **Slash Kick** ↙ → B • C
- **Fake Slash Kick** → A B
- **Ôgon no Kakato** ↻ B
- **Tiger Kick** BREAKSHOT ↻ B
- **Fake Tiger Kick** ← A B
- **Pressure Knee** ↻ D
- **Bakuretsu Ken** A tap
  - ↳ **Bakuretsu Hook** ↻ A
- **Bakuretsu Hurricane** ↻ A • C
  - C hits in all 3 planes
- **Fake Bakuretsu Hurricane** ↓ A B
- **Screw Upper** → ↻ ↘ B C
- **Fake Screw Upper** ↓ B C
- **Slide Screw** → ↻ ↘ C
- **Fake Slide Screw** ↓ B C

JIN CHONSHU

- **Spinning Backhand** → A
- **Ground Roll Attack** ↘ C
- **Teiô Jin Soku Ken** → → A
- **Teiô Tengan Ken** ↻ A • C
- **Fake Teiô Tengan Ken** ↓ A B
- **Teiô Tenji Ken** ↺ A • C

Use C version for BREAKSHOT

- **Teiô Shi Gan Ken** ↻ A • B • C
  - A front, B above, C behind
  - ↳ **Teiô Shi Gan Kou Raku** A • B • C
- **Teiô Rojin Ken** ↻ → B C
- **Fake Teiô Rojin Ken** ↓ B C
- **Teio Sukyu Kyo Ken** ↻ → C

Overhead Hit ← A

Slide Kick ↘ B

Ground Spin [pursue] ↓ C

Air Throw [air] [close] ↓ C

Head Spin Attack ↻ A • C [tap]

You can [tap] C with C version

Dancing Dive BREAKSHOT ↻ B

Neo Break Storm ↻ B

Flying Spin Attack [air] ↻ A

Duck Fake Air [air] ↓ ↓

Can move with ← or →

Duck Fake Ground [dash] ↘ C

Break Spiral ↻ ↗ ↓ B C

Duck Dance ↓ ↓ A B C

↳ **Break Hurricane** ↻ ↻ B C

↳ **Dancing Calibre** ↺ ↺ B C

↳ **Rolling Banisher** ← → ← → B C

↳ **Diving Banisher** [air] ↻ B C

Fake Diving Banisher ↓ B C

REAL BOUT FATAL FURY

Crouching Punch ↘ A

Spin Kick, Low Kick ← B

Fire Kick recovery ↓ ↑ C

Leg Drop pursue ↑ C

Foot Stomp pursue ↓ C

Spin Fall ⟳ A

M. Spider ⟳ C

Straight Slice BREAKSHOT ← → B

↳ **Stun Slice** ← → B

M. Crab Clutch ← → C

Vertical Arrow ↯ B

↳ **M. Snatcher** ↯ B

M. Head Buster counter ↶ B

Can follow up with Vertical Arrow then M. Snatcher

Stun Gun Smasher counter ↶ C

Dodge projectiles and set up for throw

Quick-sway ⟲ A

↳ **Back Drop** ← A

↳ **Face Rock** ← B

Leg Flip close ← C

↳ **Leg Lock** → C

M. Driving Smasher → ⟳ B C

Unblockable

M. Typhoon close → ⟳ C

REAL BOUT FATAL FURY

FRANCO BASH

Roundhouse Kick foreground → B

Follow with D to air-juggle opponent

Step Axe dash C

Power Uppercut recovery C tap

Double Kong BREAKSHOT ↻ A • C

Use C version for BREAKSHOT

Power Bicycle foreground ↻ B

Hits in background plane. Follow with D to air-juggle opponent

Meteo Shot ↻ A

Fake Meteo Shot ↓ A B

Meteo Tackle ↙ → C

↳ **Meteo Back Blow** ↙ → C

Waving Blow ↻ D

Hits in all 3 planes

↳ **Double Waving Blow** ↻ D

Waving Step ← → B

Goes through any projectile or opponent

↳ **Quick Step** ← → B • → ← B

Final Omega Shot ↻ ↙ → B C

Armageddon Buster close ↻ C

Follow with any of the next 3 moves (up to 3x)

↳ **Hook** ↻ A

↳ **High Kick** ↻ B

↳ **Straight** ↻ A

Then the following, once only

↳ **Back Finish** ↻ B

↳ **Tackle** ↻ C

↳ **Upperhigh Kick** ↺ A

↳ **Reverse High Kick** ↺ B

↳ **Bicycle** ↺ C

Then end with the Final Omega Buster move

↳ **Omega Shot** ↻ C

RYUJI YAMAZAKI

Double Punch → A

Uppercut ↙ A

Dust Throw recovery — C tap

Palm Smash pursue — ↓ C

Head Butt close ↘ C

Hebi Tsukai Zenpô ↻ C hold

hold to delay, press A to abort attack

↳ **Hebi Tsukai Taikû** ↗

Baigaeshi ↻ C

Deflects some projectiles

Sabaki no Aikuchi BREAKSHOT → ↙ → A • C

Use C version for break

Sado Maso ↻ B

Taunts, counter attacks if attacked by opponent

Guillotine ↻ ↙ → B C

Yondan Drill close ↻ C

C tap for different levels of follow-up attack

↳ **Level 1** 1-8 tap

↳ **Level 2** 8-10 tap

↳ **Level 3** 11-16 tap

REAL BOUT FATAL FURY

JIN CHONREI

Axe Kick → B

Teiô Jin Soku Ken → → A

Press → 3x for longer version

Teiô Tengan Ken ↻ A • C

Fake Teiô Tengan Ken ↓ A B

Teiô Tenji Ken BREAKSHOT ↻ A • C

Use A version for BREAKSHOT

Teiô Rojin Ken ↻ → C

Teiô Tashin Ken ↻ B

Deflects projectiles

Ryu Ten Shin ↻ B

Teio Syu Myo Ken → ↻ ↘ B C

Hits in all 3 planes

Fake Teiô Syu Myo Ken ↓ B C

Teio Ryu Sei Ken → ↻ ↘ C

Fake Teiô Ryu Sei Ken ↓ B C

BILLY KANE

Pole Spin close → B

Pole Stab → A

Pole Whack pursue ↓ C

San Setsu Kon Chu Dan Uchi ← → A

↳ **Kaen San Setsu Kon Chu Dan Tsuki** ← → C

Suzume Otoshi ↻ A

Senpû Kon A tap

Stops most projectiles

Kyôshû Hishô Kon ↙ ↻ B

Can move with ← or →

Fake Kyou Shuu Hishô Ken ← A B

Ka Ryu Tsui Geki Kon BREAKSHOT counter ↻ B

Sui Ryu Tsui Geki Kon counter ↻ C

Air counter attack

Chô Kaen Senpû Kon ↻ ↻ B C

Guren Sakkon BREAKSHOT ↻ C

SOKAKU MOCHIZUKI

Shoulder Toss	close ← C
↳ Face Bash	→ C
Air Throw	air close ↓ → C
Kimonjin	↻ C
Staff Thrust	↙ A
Lightning pursue	↓ C
Makibishi	↻ A
Fake Makibishi Masher	↓ A B
Nozarugari	↻ A
Hyôidan	→ ← → C
Higi Kaminari Otoshi	↻ B
Gen Mu Jin	↻ A
Ja Kon Bu	A tap
↳ Tenha	↙ C
↳ Fuha	↘ C
↳ Toppa	→ C
↳ Kôha	↗ C
↳ Tou Ha background • foreground	D
Jashin Kon	↻ B
Reflects projectiles	
Hametsu no Honoo BREAKSHOT	↓ ← ↙ B
Ikazuchi	→ ↘ ↻ B C
Fake Ikazuchi	↓ B C
Raijin no Ibuki	→ ↘ ↻ C
Fake Raijin no Ibuki	↓ B C

REAL BOUT FATAL FURY

GEESE HOWARD

Upper Palm ↙ A

Spin Kick [background] ← B

Re-Throw [pursue] ↓ C

Face Grab [close] ↘ C

Reverse Slam [close] ← C

↳ **Face Bash** → C

Reverse Throw [close] ↙ C

↳ **Body Rock** ↗ C

Explosion [pursue] ↻ C

Jaeiken ← → B • C

Use C version for [break]

Fake Jaeiken → A B

Reppûken ↻ A • C

Fake Reppûken ↓ A B

Shipû Ken [air] ↻ A • C

Can move with ← or → with A version

Jôdan Atemi Nage [counter] ↻ B

High or air counter attack

Chudan Atemi Uchi BREAKSHOT [counter] ↻ C

Mid counter attack

Raging Storm ↙ ↻ ↘ B C

Hits in all 3 planes

Fake Raging Storm ↓ B C

Thunder Break ↻ C

Hits in all 3 planes

Deadly Rave [close] ↻ → A A B C C C B C ↻ C

REAL BOUT FATAL FURY